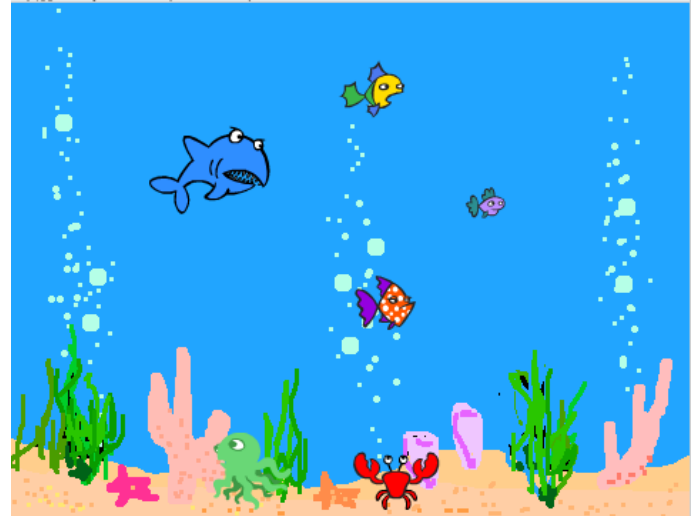


# Scratch Aquarium Assignment Instructions

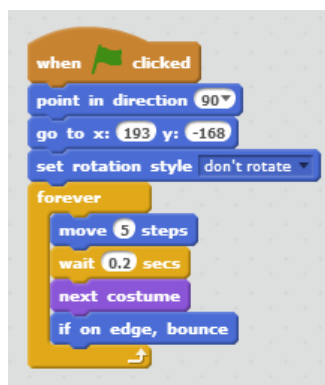
Go to my website and download the scratch aquarium assignment. Use the colored blocks to create the aquarium below (like you did in code.org)

- 5 Sprites moving in an aquarium
- Use “if on edge, bounce” block.
- Use “set rotation style left-right” block.
- Each sprite has a different motion.
- Sound FX
- At least 1 character is animated.
- The aquarium starts using “when green flag clicked” block.

Use the blocks below to start your aquarium and then play around with some of the other blocks to make your aquarium better. Maybe you want to add a fish hook to your aquarium or a diver. Just add another sprite and add some of the blocks you see below and see what you can create!



Crab



Octopus





Fish1

```

when green flag clicked
  go to x: -222 y: 126
  set rotation style to left-right
  forever loop
    move 2 steps
    set y to 40 + sin of x position
    if on edge, bounce
    if touching Shark? then
      turn 10 degrees
      move 20 steps
  
```



Fish2

```

when green flag clicked
  point in direction 90
  set rotation style to left-right
  forever loop
    move 2 steps
    if on edge, bounce
    if touching Shark? then
      turn 15 degrees
      move 15 steps
  
```



Fish3

```

when green flag clicked
  set rotation style to left-right
  point in direction -90
  forever loop
    move 2 steps
    if on edge, bounce
    if touching Shark? then
      turn 15 degrees
      move 15 steps
  
```



Shark

```

when green flag clicked
  go to x: 0 y: -27
  point in direction 90
  set rotation style to left-right
  switch costume to shark-a
  forever loop
    point towards Fish3
    move 7 steps
    wait 0.1 secs
    if touching Fish3? or touching Fish2? or touching Fish1? then
      play sound plunge
      next costume
      wait 0.2 secs
      next costume
      wait 0.2 secs
      next costume
  
```